

# BEST AVAILABLE COPY

ESS No 5 / Ethernet Packet

**ESS No 5** AT&T's Class 5 digital central office. See also End Office.  
**Essential Lines** A telephone company definition. In order to guarantee to certain customers the ability to make outgoing calls during an emergency, the telephone company's Customer Services Department designates these customers as "essential." Examples of essential lines are: police and fire departments, ambulance companies, hospitals, etc. Whenever Line Load Control is activated, outgoing service may be selectively denied to nonessential customers in order to preserve originating calling capacity for those customers having a documented priority. Also see - Class A lines.

**Essential Service** 1. A service provided by a telecommunications provider, such as an operating telephone company or a carrier, for delivery of priority dial tone. Generally, only up to 10 percent of the customers may request this type of service. See Essential Lines.  
 2. A service that is recommended for use in conjunction with NS/EP (national emergency) telecommunications services.

**ESSX** ESSX (pronounced essex) is some local phone companies' name for Centrex. See Centrex.

**Established Connection** A telephone company term. A connection on which all necessary switching or operating steps have been taken to connect the calling and called lines. Generally speaking, it is somewhat broader than the term "completed call," in that it includes established connections to tones or announcements, as well as completed calls. A completed call is a connection between two telephones.

**ESZ** Emergency Service Zone. This term is used in conjunction with 911 emergency service. An ESZ is a geographic area that is served by a unique mix of emergency services. Each ESZ has a corresponding ESN (a list of Emergency Service Numbers) which enables 911 service to properly route incoming calls.

**ET** Exchange Termination. Refers to the central office link with the ISDN user.

**ETACS** Extended TACS. The cellular technology used in the United Kingdom and other countries. It is developed from the U.S. AMPS technology. See also AMPS, TACS, NTACS and NAMPS.

**Etailor** A retailer who conducts his business by electronic commerce — i.e. over the Internet and the world wide web.

**ETB** Abbreviation for end-of-transmission block. The binary code is 0111001, the hex is 71.

**ETC** Enhanced Throughput Cellular is an error correction cellular communications protocol, which helps prevent disruptive signal fading and thus reduces the number of dropped calls.

**Etched** Antiglare treatment that prevents glare but also reduces screen sharpness and clarity on monitors. Generally considered an obsolete technology.

**Eternity Hold** Our own creation for what happens when someone puts you on long-term hold. Governmental agencies, airlines and police departments (especially when you need them) tend to be firm believers in placing their callers on Eternity Hold. A new service adjunct to Eternity Hold is Conference Hold. Here everyone on Eternity Hold can speak to each other. We made this up. It doesn't exist, but we think it would be great if it did.

**Ether** See Luminiferous Ether.

**Ethical hacking** A means for identifying vulnerabilities by having an authorized individual(s) attempt to break into a computer system or network and report their findings to the people who own and/or run the computer system or network.

**EtherLEC** (ELEC). Ethernet Local Exchange Carrier. Facilities-based service providers employing Optical Ethernet technology. They typically build metro Ethernet networks by leasing dark fiber and installing Optical Ethernet equipment in metro POPs and collocation centers. The "EtherLEC" business model is straightforward: provide low-cost Internet access, metro network and WAN services based on "native Ethernet." Subscribers benefit from a lower cost of ownership combined with lower transport costs than traditional TDM-based private lines.

**EtherRing** ADC Telecommunications' name for a "revolutionary new idea allowing transport of native mode Ethernet and Fast Ethernet (100 million bits per second) data packets over a wide area network (WAN). Unlike typical Ethernet transport solutions," according to ADC Telecommunications (www.adc.com), "EtherRing has no distance limitations."

**Ethern** † A Local Area Network (LAN) standard officially known as IEEE 802.3 (1980)/ Ethernet, and other LAN technologies are used for connecting computers, printers, workstations, terminals, servers, etc., within the same building or campus. Ethernet operates over twisted wire and over coaxial cable at speeds beginning at 10 Mbps. For LAN interconnection, Ethernet is a physical link and data link protocol reflecting the two lowest layers of the OSI Reference Model. The theoretical limit of 10-Mbps Ethernet, measured in the smallest 64-byte packets, is 14,800 pps (packets per second). By comparison, Token Ring is 30,000 and FDDI is 170,000.

Ethernet specifies a CSMA/CD (Carrier Sense Multiple Access with Collision Detection) MAC

(Media Access Control) mechanism. CSMA/CD is a technique of sharing a common medium (e.g., twisted pair, or coaxial cable) among several devices. As Byte Magazine explained in its January, 1991 issue, Ethernet is based on the same etiquette that makes for a polite conversation: "Listen before talking." Of course, even when people are trying not to interrupt each other, there are those embarrassing moments when two people accidentally start talking at the same time. This is essentially what happens in Ethernet networks, where such a situation is called a "collision." If a node on the network detects a collision, it alerts the other nodes by jamming the network with a collision "notification." Then, after a random pause, the sending nodes try again. The messages are called frames (see the diagram).

AN ETHERNET FRAME					
Preamble	Destination address	Source address	Type	Data up to 1500 bytes	Frame check sequence
8 bytes	6 bytes	6 bytes	2 bytes	bytes	4 bytes (contains CRC)

The first personal computer Ethernet LAN adapter was shipped by 3Com on September 29, 1982 using the first Ethernet silicon chip from SEEQ Technology. Bob Metcalfe created the original Ethernet specification at Xerox PARC and later went on to found 3Com. In the October 31, 1994 issue of the magazine InfoWorld, Bob Metcalfe explained that Ethernet got its name "when I was writing a memo at the Xerox Palo Alto Research Center on May 22, 1973. Until then I had been calling our proposed multimegabit LAN the Alto Aloha Network. The purpose of the Alto Aloha Network was to connect experimental personal computers called Altos. And it used randomized retransmission ideas from the University of Hawaii's Aloha System packet radio network, circa 1970. The word ether came from luminiferous ether — the omnipresent passive medium once theorized to carry electromagnetic waves through space, in particular light from the Sun to the Earth. Around the time of Einstein's Theory of Relativity, the light-bearing ether was proven not to exist. So, in naming our LAN's omnipresent passive medium, then a coaxial cable, which would propagate electromagnetic waves, namely data packets, I chose to recycle ether. Hence, Ethernet." According to Metcalfe, "Ethernet has been renamed repeatedly since 1973. In 1976, when Xerox began turning Ethernet into a product at 20 million bits per second (Mbps), we called it The Xerox Wire. When Digital, Intel, and Xerox decided in 1979 to make it a LAN standard at 10 Mbps, they went back to Ethernet. IEEE tried calling its Ethernet standard 802.3 CSMA/CD — carrier sense multiple access with collision detection. And as the 802.3 standard evolved, it picked up such names as Thick Ethernet (IEEE 10Base-5), Thin Ethernet (10Base-2), Twisted Ethernet (10Base-T), and now Fast Ethernet (100Base-T)." Ethernet PC cards now come in a couple of basic varieties — for connecting to an Ethernet LAN via coaxial cable or via two twisted pairs of phone wires, called 10Base-T. See also 10Base-T, Collision Domain, Ethernet Controller, Ethernet Identification Number, Ethernet Switch, Ethertalk, Frame, Gigabit Ethernet, Luminiferous Ether, Thimnet and Token Ring.

**Ethernet Address** The address assigned to a network interface card by the original manufacturer or by the network administrator if the card is configurable. This address identifies the local device address to the rest of the network and allows messages to reach the correct destination. Also known as the media access control (MAC) or hardware address.

**Ethernet Controller** The unit that connects a device to the Ethernet cable. An Ethernet controller typically consists of part of the physical layer and much or all of the data link layer and the appropriate electronics.

**Ethernet Identification Number** This is a unique, hexadecimal Ethernet number that identifies a device, such as a PC/AT with a SpeedLink/PC16 network interface card installed, on an Ethernet network.

**Ethernet II (DIX)** Defined by Digital, Intel and Xerox. The frame format for Ethernet II differs from that of IEEE 802.3 in that the header specifies a packet type instead of the packet length.

**Ethernet M ldn** An event that causes saturation on an Ethernet-based system, often the result of illegal or misdirected packets. An Ethernet meltdown usually lasts for only a short period of time.

**Ethernet Packet** A variable-length unit in which information is transmitted on an Ethernet network. An Ethernet packet consists of a synchronization preamble, a destination address, a source address, a field that contains a type code indicator, a data field that can vary from 46 to 1500 bytes, and a cyclical redundancy check (CRC) that provides a statistically derived value used to confirm the accuracy of the data.

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